APPENDIX 5: EXPLANATION OF ARTIFACT PROVENIENCE STRING

Order of Provenience String: Site=AD-ASD-Unit-Level-Locus/Item
Example of Provenience String: SC152=1-2-1-3-2/3

Site: (SC152 in example)
There are two systems for numbering sites in the study area, one developed by DeMarrais in 1997 and the other created by the Salta Provincial authorities. Sites are uniquely numbered within each set. If a site had been catalogued in the Salta system then that catalogue number was used (e.g., SL033, SL005, SC152, SC066, SC065, SC042), otherwise a DeMarrais number was used (RC78-83, RC127, RC021, RLP16, RP005, RP002, RP200).

Architectural Division (AD): (1 in example)
These are uniquely numbered within each site and can include any conglomeration of structures. Such groupings appear in different quantities at different sites. The most common AD is a patio group, which might include an open space (the patio) surrounded by four or five smaller enclosures. An open plaza with its attendant structural features (such as platforms and annexes) qualifies as an AD, as do discrete compounds of structures.

Architectural Sub-Division (ASD): (2 in example)
These are individual structures that make up a settlement. They are uniquely numbered within each AD.

Unit: (1 in example)
Excavation units are given unique numbers with each ASD.

Level: (3 in example)
Levels of excavation are uniquely numbered within each Unit starting with 0 at the surface. This means it is possible that the same cultural level (e.g., a floor) in separate units of the same ASD may appear in differently numbered levels. Typically, Level 0 = surface collection.

Locus: (2 in example)
These are cultural features that are uniquely numbered within each ASD. Examples include wall fall, a hearths, trash pits, and a floor surface. This means that a locus that extends between Units has same number.

Slash: (3 in example)
These are special finds that are point-plotted and given uniquely numbers within each Locus.